Angelic Courts

Angels, Authorities, and Seraphim
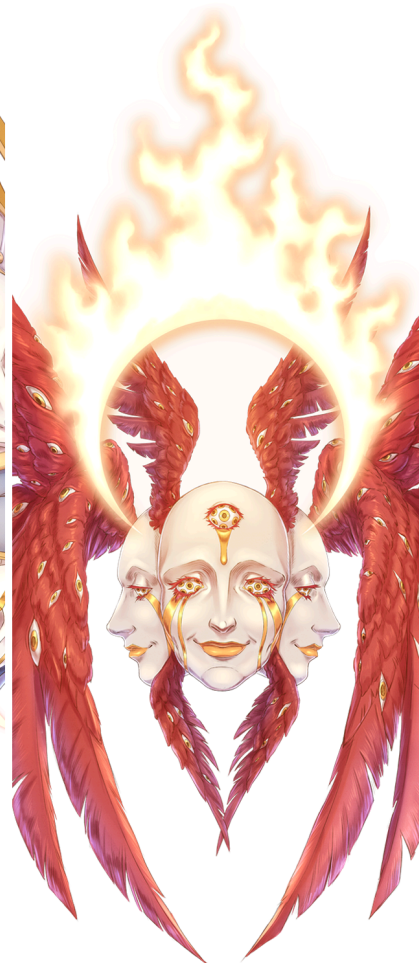
Angel
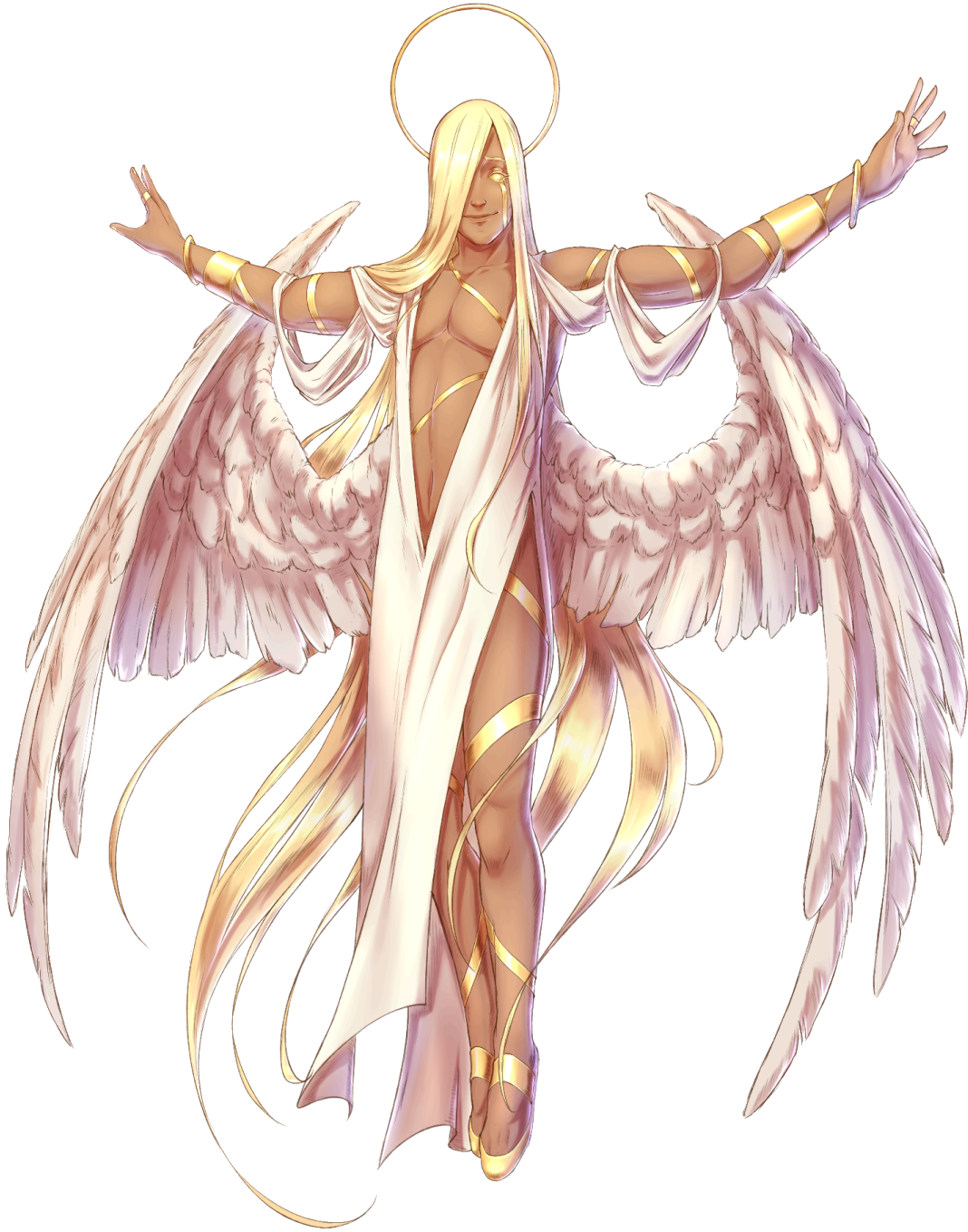
ANGEL

Medium Celestial, Typically the Same Alignment as the God They Serve

Armor Class 15 (Natural Armor)
Hit Points 84 (13d8 + 26)
Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	14 (+2)	14 (+2)	16 (+3)	18 (+4)

Saving Throws Dex +6, Wis +6, Cha +7
Skills Insight +6, Perception +6, Persuasion +7
Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion
Senses darkvision 120 ft., truesight 30 ft., passive Perception 16
Languages all, telepathy 120 ft.
Challenge 5 (1,800 XP)   **Proficiency Bonus** +3

The Sex of Angels. The angel's appearance is perceived differently by each creature that sees it. The angel's appearance matches whatever that creature considers beautiful and awe-inspiring. The size of the angel remains Medium regardless of its perceived appearance.

Purifying Aura. Everything in a 10-foot radius sphere centered on the angel is instantly cleaned, and any curse within the aura ends, as if under the effect of the *Remove Curse* spell. Creatures within this radius feel a vague sense of comfort.

Angelic Healing. All healing performed by the angel uses the highest number possible for each die instead of rolling the die. For example, instead of restoring 2d6 hit points to a creature, the angel restores 12 hit points.

Giveth and Taketh Away. When the angel heals any amount of hit points, they can choose a creature they can see within 60 feet of them. That creature takes radiant damage equal to half the hit points the angel healed (rounded down).

Magic Resistance. The angel has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The angel makes two attacks, using Wing, Feather, Deliver Radiance, or a combination of them.

Wing. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 6 (1d8 + 3) slashing damage.

Feather. *Ranged Weapon Attack:* +6 to hit, range 120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Deliver Radiance. *Ranged Spell Attack:* +7 to hit, range 60 ft., one target. *Hit:* 10 (3d6) radiant damage.

Spellcasting. The angel casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 15, +7 to hit with spell attacks):

- At will: *bless*
- 2/day each: *cure wounds, healing word, inflict wounds, lesser restoration*
- 1/day: *mass healing word, revivify*

Angel Tactics:

- The angel's first priority is to help whoever they are accompanying with their healing and buffs. They will start a fight by casting *bless,* and will always prioritize healing if their ally is significantly hurt (less than half HP).
- Because of the *Angelic Healing* and *Giveth and Taketh Away* traits, the angel can focus on healing without neglecting to do damage.
- The angel will use their flying speed to keep out of range of their enemies' melee attacks for as long as they can.
- Even though their Wing attacks are stronger than their Feathers, the range of the Feather attack allows the angel to keep out of harm's way, so they will likely mostly use on those unless it's absolutely necessary or they are already in melee range.

Encounter Tips:

The angel has been designed with two purposes. The first is to run the angel as the companion or minion of another, stronger creature. Because the angel's abilities skew so heavily towards support, you should never run an angel alone. The angel should always be paired with at least another angel, but works better with a creature that cannot heal or support, so that you don't end up having a very boring second half of a fight when one of the two is down and the remaining one's abilities are cut in half.

The second purpose for angels is actually to be used as back-up by the party themselves. The angel's abilities make them extremely well-suited to be the designated healer of a party, so they could make for an excellent NPC companion in an angel-themed adventure. You could tie this to the lore about guardian angels presented in the Pointy Hat video, and have one of the party members meet their own guardian angel. Their abilities are strong and useful in any situation, but are built to not pull focus and let the PCs shine. They also have two traits, *The Sex of Angels* and *Purifying Aura*, that shine mostly out of combat and offer some fun roleplay opportunities. The *remove curse* aspect of *Purifying Aura* along with the spells *lesser restoration* and *revivify* can also make the angel very useful for parties that have no access to those spells.

Authority

AUTHORITY

Large Celestial, Typically the Same Alignment as the God They Serve

Armor Class 19 (natural armor)
Hit Points 189 (18d10 + 90)
Speed 40 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	21 (+5)	15 (+2)	20 (+5)	12 (+1)

Saving Throws Str +11, Con +10, Wis +10
Skills Intimidation +6, Perception +10
Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, frightened, exhaustion
Senses darkvision 120 ft., truesight 60 ft., passive Perception 20
Languages can understand all languages but can't speak, telepathy 120 ft.
Challenge 14 (11,500 XP)   **Proficiency Bonus** +5

Angelic Weapons. The authority's weapon attacks are magical. When the authority hits with any weapon attack, the attack deals an extra 2d8 radiant damage (included in the attack).

Divine Sense. The authority knows the location of any fiend and celestial within 200 feet of it. The authority also knows if it hears a lie.

Angelic Presence. Any creature that sees the authority must make a DC 18 Wisdom saving throw. On a failure, the creature is frightened of the authority for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this authority's Angelic Presence for the next 24 hours.

Magic Resistance. The authority has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The authority makes two attacks, one with its morningstar or greatsword, and one with its bladed wings.

Morningstar. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage plus 9 (2d8) radiant damage.

Greatsword. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) slashing damage plus 9 (2d8) radiant damage.

Bladed Wings. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage plus 9 (2d8) radiant damage.

Divine Authority (Recharge 5-6). The authority is filled with divine radiant power. All creatures in a 30-foot-radius sphere centered on the authority must make a DC 18 Constitution saving throw, taking 27 (6d8) radiant damage on a failed save, or half as much damage on a success.
Until the end of the authority's next turn, all damage inflicted by the authority uses the highest number possible for each die instead of rolling the die. For example, instead of rolling 2d10 + 6 points of slashing damage, the authority inflicts 26 damage. The authority cannot recharge its Divine Authority until this effect ends.

LEGENDARY ACTIONS

The authority can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The authority regains spent legendary actions at the start of its turn.

Morningstar. The authority makes one morningstar attack.

Divine Flight (Costs 2 Actions). The authority can move up to half its flying speed without triggering attacks of opportunity.

Summon Choir (Costs 3 Actions). The authority calls for the assistance of the lesser angels of the angelic court. The authority summons 1d4-1 (minimum of 1) lesser angels. They resemble disembodied infant heads with white feathered wings. They use the stat block of the angel but have an AC of 12 and 1 hit point.

Authority Tactics:

- The authority is a traditional tank with high HP, high AC, and few but heavy-hitting attacks.
- Compared to monsters from a similar CR, the authority makes fewer attacks per round. This is compensated by those attacks hitting harder, especially when using *Divine Authority*.

- Morningstar attacks are saved for enemies that are not within the range of the greatsword, but also ensure that the authority gets attacks of opportunity in a 15-foot radius, making it extremely hard for the party to maneuver around the authority.
- As long as there is someone within range of their greatsword, the authority will choose it over its morningstar because of its higher damage.
- *Divine Authority* is a powerful ability and offers the authority a huge power spike when it's active. It's similar to a dragon's breath, except it can be targeted to inflict maximum damage to one specific party member.
- The authority will use *Divine Flight* to get away from trouble, take a more advantageous position, or bridge the gap between itself and ranged opponents.
- The authority will use Summon Choir after dipping below half of its HP to change the rhythm of battle and get some support. This ability should be used sparingly, but the authority will use it again when it's close to death's door as a last-ditch effort to turn the tide of battle.

Authority Encounter Tips:

The Authority is designed to come into a fight with no other minions or low level monsters to help it. Particularly squishy parties can have a hard time with this monster as-is because of its very heavy-hitting attacks, so plan accordingly as a GM.

The Authority is designed as a sort of mirror to a dragon. Where a dragon gets its power by delivering several attacks per round and heavy AoE damage, the authority concentrates on few single-target attacks that hit hard.

Divine Flight can be used in two ways. You can keep the fight interesting by having the authority move from time to time, forcing the party to readjust instead of being able to stay put for the entirety of the encounter whaling on the monster, but this should be used sparingly so as not to make the fight feel like a prolonged game of cat and mouse. The second use for Divine Flight is to bridge the gap between the authority and a ranged combatant. If the wizard is feeling particularly safe slinging spells from 30 feet away, you can fly the authority 15 feet forward and use the morningstar to put the fear of god(s) into them. Now the wizard is within the authority's attack of opportunity radius!

Summon Choir is a powerful ability that shifts the priorities of the party mid-battle. Use it once they've gotten into a rhythm of whaling on the authority in order to switch the mood of the fight. The lesser angels are easy to dispatch, having low AC and just 1 hit point, but if left unchecked they'll heal the authority while inflicting damage to the party, or worse, buffing the authority's saving throws and already-devastating attacks. Don't be afraid if the party quickly dispatches the second round of lesser angels now that they know how they work, and don't worry about making them particularly hard to hit. If that wizard uses a fireball to get all of the lesser angels that have spawned before they can heal the party, make that an incredible moment that the wizard can be proud of for many sessions to come.

Seraph
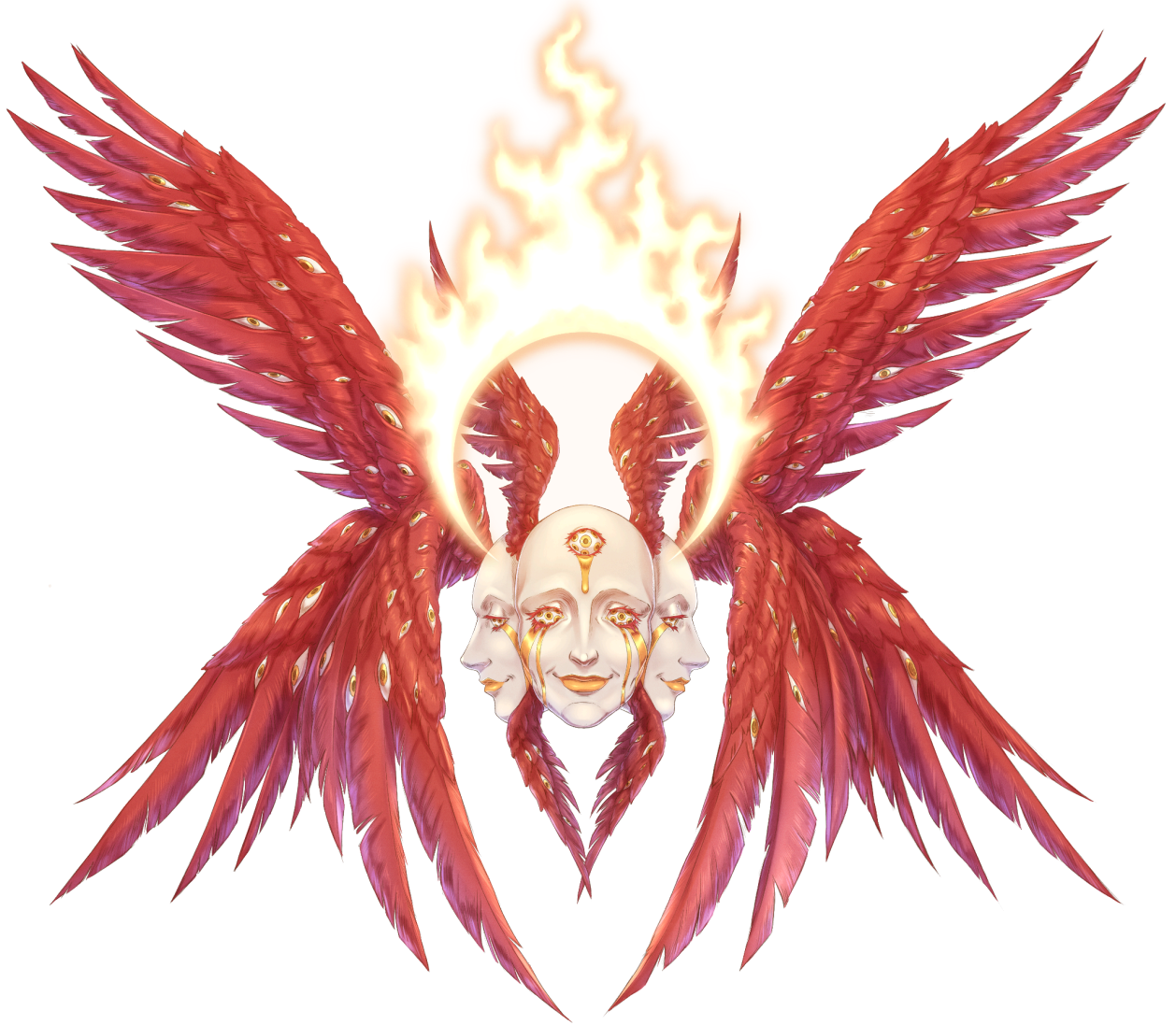
SERAPH

Huge Celestial, Typically the Same Alignment as the God They Serve

Armor Class 20 (natural armor)
Hit Points 218 (19d12 + 95)
Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	21 (+5)	18 (+4)	24 (+7)	26 (+8)

Saving Throws Dex +10, Con +11, Wis +13, Cha +14
Skills Perception +13, Performance +14, Persuasion +14
Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities charmed, frightened, exhaustion, prone
Senses truesight 200 ft., passive Perception 28
Languages all, telepathy 120 ft.
Challenge 20 (25,000 XP)   **Proficiency Bonus** +6

Angelic Weapons. The seraph's weapon attacks are magical. When the seraph hits with any weapon attack, the attack deals an extra 2d8 radiant damage (included in the attack).

Divine Awareness. The seraph knows if it hears a lie.

Seraph's Fire. Any creature that sees the seraph must make a DC 22 Wisdom saving throw at the start of each of their turns. On a failure, the creature is set on radiant fire, taking 18 (4d8) radiant damage, and the creature is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effects on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the *Seraph's Fire* frightened effect for the next 24 hours, but isn't immune to being set on radiant fire again.

Many-Eyed Angel. The seraph has advantage on Wisdom (Perception) checks and can't be surprised.

Magic Resistance. The seraph has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The seraph uses Seraph's Song, Singing Prayer, or Choir of the Seraphim, if available. It also makes one Wing or Feather attack. The seraph can replace one of the attacks with a use of Spellcasting.

Wing. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) slashing damage plus 9 (2d8) radiant damage.

Feather. *Ranged Weapon Attack:* +13 to hit, range 120 ft., one target. *Hit:* 17 (2d8 + 8) piercing damage plus 9 (2d8) radiant damage.

Seraph's Song. The seraph sings a haunting celestial melody. The seraph chooses whether this song is sung out loud or telepathically. If sung out loud, every creature hostile to the seraph within 60 feet of it that can hear the seraph must make a DC 22 Constitution saving throw, taking 66 (12d10) radiant damage on a failed save, or half as much damage on a success. On a failed save, the creatures are also afflicted with one of the following conditions for 1 minute. Roll a d4 to determine the condition afflicted:
1. Blinded
2. Charmed
3. Stunned
4. Paralyzed

A creature can repeat the saving throw at the end of each of its turns, ending all Seraph's Song conditions on itself on a success.
If the seraph sings their song telepathically, it targets one creature it can see within 120 feet of itself. The creature must make a DC 22 Constitution saving throw, taking 71 (13d10) radiant damage on a failed save, or half as much on a success. On a failed save, the creature is afflicted with two of the conditions outlined above (roll 2d4, rerolling repeated numbers).

Singing Prayer. The seraph sings the prayers it has received for its god. All creatures within 60 feet of the seraph that can hear the seraph have disadvantage on ability checks and attack rolls against the seraph or any of the seraph's allies until the end of the seraph's next turn.

Choir of the Seraphim (Recharge 6). All of the seraph's faces sing their song simultaneously. Every creature hostile to the seraph within 100 feet of it must make a DC 22 Constitution saving throw, taking 77 (14d10) radiant damage on a failed save, or half as much damage on a success. On a failed save, the creatures are also afflicted with all four conditions in the *seraph's song* for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending all Seraph's Song conditions on itself on a success.

Spellcasting. The seraph casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 22:

- At will: *bless, command, dancing lights, guidance*
- 3/day each: *cure wounds (cast as a 3rd-level spell), dispel magic (cast as a 4th-level spell), healing word (cast as a 5th-level spell), greater restoration*
- 1/day each: *harm, heal, resurrection*

LEGENDARY ACTIONS

The seraph can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The seraph regains spent legendary actions at the start of its turn.

Eyes of Truth. The seraph focuses all its eyes on one creature it can see. The seraph knows that creature's ability scores, its condition immunities, and any damage resistances, immunities, and vulnerabilities.

Feather. The seraph makes one feather attack.

Wing. The seraph makes one wing attack.

Seraph's Song (Cost 2 actions). The seraph uses its Seraph's Song.

Divine Flight (Costs 2 actions). The seraph can move up to half its flying speed without triggering attacks of opportunity.

Seraph Tactics:

- The seraph is a CR 20 monster, and as such represents a big challenge for your players.
- Most CR 20 and above monsters focus on heavy-hitting melee and ranged attacks, but the seraph focuses on magical attacks and heavy-hitting debuffs
- The encounter with the seraph is characterized by *Seraph's Fire*, an ability that will continually sap hit points from your players for much of the fight. This compensates for the seraph's relatively weak-hitting normal attacks and its reliance on AoE abilities.
- The seraph will always prefer to keep a healthy distance between itself and the players, which is why most of its abilities have a large range. If forced into melee it'll favor its wing attack and will use *Divine Flight* to leave the range of melee combattants.

- Because of the seraph's reliance on song as its main attack, clever players may try to deafen themselves to bypass some of its abilities. The seraph can then switch to attacking telepathically, which means damage will be single-target but stronger, and the risk of debuffs is higher.
- The seraph will use *Singing Prayer* for the beginning of the fight, or when most of its enemies are heavily debuffed, making hitting it even harder.
- The seraph will use *Eyes Of Truth* after a *Song Attack* or a *Divine Flight* legendary action to ascertain the weak points of particularly troublesome party members.
- *Choir of the Seraphim* is better than any of the seraph's normal songs, as it doesn't rely on needing to be heard, has a bigger range, inflicts more damage, and heavily debuffs the players. Perfect to challenge extremely powerful level 20 heroes.

Seraph Encounter Tips:

The seraph is an extremely powerful monster that is designed to challenge powerful adventures in ways that other creatures of similar CRs don't. The seraph has a focus on debuffing, AoE attacks, and relies on Seraph's Fire and the damage from Seraph's Song to do most of the work. The longer the battle is, the deadlier the seraph becomes, as debuffs will start to stack up for party members, creating extremely dire situations.

Because of the seraph's reliance on songs, a prepared party might decide to deafen themselves prior to fighting it. Your goal as a GM should not be to "best" your players or thwart their plans. Allow them their strategic triumph at first... but the seraph has plenty of ways to deal with this, relying on its more powerful telepathic songs, for example.

Despite being already extremely powerful as a solo monster, the seraph has also been conceived as support for GMs who like to run extremely high level encounters. All of its abilities work perfectly to debuff the party while whatever creature it is supporting (a god, perhaps?) does most of the damage. Their spells are also perfect for a more supportive role, with a spell list focused on healing. As such, seraphim could make for incredible allies in a fight against an impossibly powerful enemy -- if you dare run such a thing.

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